adversely effecting the performance of the testing station when then user is interacting with the testing station, the fetch will be timed to occur at times which will minimize such issues, such as periods of inactivity associated with responding to the current test item. If the user interaction recorded is not a trigger action, the system returns to monitoring user interactions.

## Please amend paragraph [0043] as follows:

[0043] This method may be terminated at any time when required in order to continue the orderly display of test items to the user and recording of responses to the test items. For example, if the user skips to a <u>new</u> test item which has not be pre-loaded on the testing station, the item caching method <u>in progress</u> will be terminated in order to <u>immediately</u> download to the testing station the components for the <u>new</u> test item. Once the components for <u>that</u> the test item have been downloaded, the test caching method may be restarted.

## Please amend paragraph [0044] as follows:

[0044] In a preferred embodiment, components <u>may</u> my be fetched out of order on the cache list. In this embodiment, components of test items requiring a proportionately large amount data may be fetched out of sequence of the cache list.

## AMENDMENTS TO THE ABSTRACT

Please accept the amended Abstract.

A computer-based testing system includes testing stations connected to a testing service center and backend via the Internet for providing testing services. The system is operable to perform state management to implement fault recovery due to a computing device failure while a test is being administered. The system is also operable to utilize multiple caching techniques for mitigating network latency while administering tests.